

ADVENTURES IN MATH



For the
Amiga 500/1000/2000
1MB of RAM required

Published by

Free Spirit
Software



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About the game

Adventures in Math is designed to teach children basic math concepts. Each activity focuses on specific curriculum objectives from kindergarten, first and second grade levels. Children enjoy this program because the math concepts are presented in a delightful and entertaining manner.

Hardware Requirements

Adventures in Math will run on any Amiga computer having at least 1MB of RAM. Although the program is provided on two floppy disks it is NOT necessary to have a second disk drive to use the program.

Because *Adventures in Math* uses music and sound effects, game play will be enhanced by connecting your Amiga to your home stereo system.

Getting Started

Turn on your Amiga with no disks in the drives. When you are prompted for the Workbench disk, insert DISK #1 into drive DFO: (if you have 2 drives insert DISK #2 into the other disk drive.) Double click on the DISK #1 disk icon to open the disk. Double click on the *Adventures in Math* drawer icon to open the drawer. Double click on the MATH.GAME icon to start the game.

If using only one disk drive: After the game is loaded and the opening music has played you will be prompted to insert DISK-2 into any drive. Take DISK #1 out and insert DISK #2. Click OK to continue. No additional disk swaps will be required.

Game Play

After the musical introduction you may select the appropriate grade level. "K" for kindergarten, "1" for first grade or "2" for second grade. Your selection determines which math challenges will be presented.

You can enjoy the games at an easy level or make it a bit more challenging by selecting the medium or hard levels. Your selection determines how many points you will need to win the game (your GOAL), and also how many turns you have to earn the points. After your goal and number of turns are shown, click OK to start the game.

You find yourself in the middle of a large never-ending jungle. You may move in any direction which is marked by a trail. To move, click on one of the trails. While exploring the jungle, points are earned by completing math challenges, and finding bonus animals.

You get to a math challenge by either clicking on an animal beside the trail, or getting into the safari jeep that occasionally drives by. The next section of the manual describes the various math challenges, and the scoring for each. Sometimes, an animal will fly or walk across the trail. These are bonus animals and will add five points to your score.

Beware of spiders, they roam throughout the jungle and they bite! Click the left mouse button to jump over them, or you may get bitten and lose two points.

To win the game, collect enough points to match the GOAL set in the scoreboard. You may check your score by pressing the right mouse button. If you use up all of your turns before reaching your goal, you lose the game.

MATH CHALLENGES

MATCHING WITH OG THE APE

Grade K - Matching sets from 1 to 10 with symbolic representation.

Og the ape stands in front of two coconut trees. The object of the game is to make the pile of coconuts on the right side match the pile on the left. Pressing the "+" button causes a coconut to fall from the right coconut tree and adds it to the right pile. Pressing the "-" button makes Og the ape scoot over and remove a coconut from the right pile. When you have matched the piles click on the "OK" button. Ten points will be awarded for a matching set. Five point penalty for an incorrect answer.

FLOWERS

Grade K - Matching a given set to number symbols 1-10.

You have found four flower gardens. Count the number of flowers in each garden and point to the one that has the same number of flowers as asked for with the number symbol. Ten points will be awarded for a correct answer. Five points will be deducted for an incorrect answer.

HAT SHOP

Grade 1 - Matching ordinal number words first thru tenth to a given position.

The playful monkeys are all through the jungle. Today they are playing in the local hat shop. You will be asked to place a hat on the first through tenth monkey in line. Position the hat over the monkey's head and click the left mouse button. Ten points will be awarded for a correct answer. However the monkeys get very upset if a wrong answer is given, five points will be taken away for any wrong answers.

HANGING MONKEYS

Grade 1 - Creating a set to match a number symbol 1-10.

Grade 2 - Creating a set to match a number word one - ten.

Several monkeys are found hanging upside down from jungle vines. You must match the number of monkeys to the number symbol or word. You may add monkeys by pressing the "+" button and take them away by pressing the "-" button. Press "OK" when you have matched the monkeys to the number. Ten points will be awarded if you matched the monkeys to the number. Five point penalty for wrong answers.

SUPPLY TRUCK

Grade 1 - Logical sequencing of number sets having increments of 1,2,5, and 10.

Grade 2 - Recognition of a missing number from an incremental number set.

It is time to pack the supply truck. All of the boxes have been marked with a number and must be put on the truck in sequence. However, whoever marked the boxes numbered them by two's, three's, and even tens's! Your job is to figure out the correct order.

Game 1 - 4 out of 5 boxes are ready to be loaded on the truck, however one box is missing from the sequence. For example, the boxes may be marked 35,40,"?",50,55. Five boxes are sitting on the ground. Can you figure out which box is the missing one? Ten points will be awarded for choosing the correct box. There is a five point penalty for each incorrect answer.

Game 2 - Five boxes are sitting on the ground. They may be numbered as 50,20,10,40,30. Can you place these boxes on the conveyor belt in the correct order? Click on the boxes in the correct order. Ten points will be awarded for each correct answer. An additional ten points will be awarded if you get all five boxes in the correct order. Five points will be subtracted from your score for each wrong answer.

THE CAVE

Grade 1 - Matching number symbols from 11 - 20 to a given set.

Grade 2 - Matching number words from eleven to twenty to a given set.

You have just wonderd into a cave full of bats! Can you make the number match how many bats are found in the cave? Press the "+" button to add 1 to the number, and press the "-" button to subtract one from the number. When you have the correct number click on OK. Ten points will be awarded for a correct match, and there is a five point penalty for incorrect answers.

CANOES

Grade 1 - Matching number symbols 1-10 to a given set.

Grade 2 - Matching number words one thru 10 to a given set.

The monkeys seem to be having a lot of fun today. Count the number of monkeys in the canoe and make the number match. Click on the "+" button to add one to the number, and click on the "-" button to subtract one from the number.

Ten points are awarded for a correct answer. If you are wrong, the monkeys canoe will capsize and they will remove five points from your score.

HIGH NUMBERS

Grade 2 - Recognizing the place value of each digit in a three digit number.

The player and Og the ape are having a number contest. Three numbers are displayed on the board. Og selects each of the three number (in random order) and tries to make a large number out of it. The player then selects each of the three numbers (in any order) and tries to make the largest number possible.

Ten points are awarded if you make a number larger then Ogs. In event of a tie you will be awarded five points. If Og wins you will lose ten points. This game is repeated three times.

BONUS

Grade K - Addition & Subtraction facts of numbers 1 thru 10.

Grade 1 - Addition & Subtraction facts of 1 and 2 digit numbers.

Grade 2 - Addition & Subtraction of 2 and 3 digit numbers.

Og the ape presents you with three math challenges. Enter the correct answer by clicking on the number buttons in the picture. You may erase your answer by clicking on the C button (clear). Click on OK when you think you have the right answer.

Five points will be awarded for each correct answer. Your score will be doubled if all three questions were answered correctly (for a total of thirty points!)

Note: The number pad will clear itself to zero if random button prssing is detected.

Using a hard disk

Adventures in Math was designed for easy installation on your hard drive. This procedure will place the game on your hard drive (SYS:) in a drawer called Math.Game. If you have several partitions on your hard drive change SYS: to the correct partition name. Example FHD:, WORK:, DATA:, GAMES:, etc.

1. Duplicate your EMPTY drawer.
2. Rename Copy of Empty to Math.Game
3. Open the Math.Game window by doubleclicking on your new drawer.
4. Open the MATH-1 disk by double clicking on the disk icon.
5. Drag the Adventures_in_Math drawer icon into the Math.Game window.
6. Open Math-2 disk by double clicking on the disk icon.
7. Drag the Data-2 drawer icon to the Math.Game window.
8. Add these lines to your STARTUP-SEQUENCE. You may use ED from CLI or any ASCII text editor.
 ASSIGN MATH-1: SYS:MATH.GAME
 ASSIGN MATH-2: SYS:MATH.GAME
9. Remove game disks and RE-BOOT your Amiga.
10. You now have *Adventures in Math* installed on your hard disk.

About the authors

Dave Krohne is an elementary school teacher and a father of two. He has received his B.A. degree from the University of Redlands and has designed award winning computer software. He believes it is important to teach children math concepts at an early age.

Steve Beam is a profesional Amiga artist. He studied art at the California Institute of Fine Arts. His work may be seen on many outstanding Amiga and CDTV educational software programs.

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